

WHAT IS CLAIMED IS:

1                   1.     A method for enabling multiple networked gaming devices to  
2 participate in a secondary game, the method comprising:  
3                   providing a first gaming device for initiating a primary game;  
4                   qualifying the first gaming device to participate in a secondary game by using  
5 a predetermined primary game outcome;  
6                   qualifying additional gaming devices to participate in the secondary game by  
7 using predetermined primary game outcomes,  
8                   wherein the additional gaming devices are qualified during a designated  
9 duration after said first gaming device is qualified or during a predetermined number of  
10 primary game plays after qualification of said first gaming device;  
11                  for each additional gaming device that is qualified, increasing a payout award  
12 of the secondary game by a value; and  
13                  initiating the secondary game and awarding, to every gaming device qualified  
14 to participate in the secondary game, the payout award of the secondary game.

1                   2.     In a gaming network having a plurality of gaming devices, a method of  
2 involving multiple players and their gaming devices in a secondary type game, the method  
3 comprising:  
4                   initiating a primary type game by using a first gaming device;  
5                   qualifying the first gaming device to participate in a secondary type game;  
6                   triggering a secondary game indication cycle to run before the secondary type  
7 game is initiated, wherein said secondary game indication cycle is capable of running for a  
8 predetermined duration;  
9                   qualifying, during said predetermined duration of said secondary game  
10 indication cycle, additional gaming devices to participate in the secondary type game; and  
11                  upon conclusion of said secondary game indication cycle, initiating the  
12 secondary type game; and  
13                  awarding, to every gaming device qualified to participate in the secondary  
14 type game, one or more payout awards.

1                   3.     The method of claim 2 wherein after each additional gaming device is  
2 qualified, the method further comprises increasing the secondary payout award by a  
3 designated multiple.

1                   4.     A method for enabling multiple networked gaming devices to  
2 participate in a secondary game, the method comprising:  
3                   providing a first gaming device that qualifies for a secondary game;  
4                   providing a secondary game indication cycle indicative that the first gaming  
5 device has qualified for the secondary game;  
6                   qualifying additional gaming devices to participate in the secondary game  
7 before expiration of said secondary game indication cycle; and  
8                   initiating the secondary game and awarding a payout award to all qualified  
9 gaming devices including the first gaming device and the additional devices qualified to  
10 participate in the secondary game.

1                   5.     The method of claim 4 further comprising increasing the payout award  
2 for each additional device that qualifies for the secondary game.

1                   6.     The method of claim 4 further comprising qualifying the first gaming  
2 device for additional secondary type games during pendency of the secondary game  
3 indication cycle.

1                   7.     The method of claim 4 wherein the secondary game indication cycle  
2 expires after a designated duration.

1                   8.     The method of claim 4 wherein the secondary game indication cycle  
2 expires after a predetermined number of primary plays after qualification of the first gaming  
3 device.

4                   9.     The method of claim 4 wherein the secondary game indication cycle expires  
5 after a predetermined number of predetermined primary game outcomes after qualification of  
6 the first gaming device.

1                   10.    A system for allowing multiple networked gaming device system to  
2 participate in a secondary game, the system comprising:  
3                   a first gaming device capable of qualifying for a secondary game;  
4                   a controller for providing a secondary game indication cycle indicative that the  
5 first gaming device has qualified for the secondary game; and  
6                   one or more additional gaming devices qualified to participate in the  
7 secondary game before expiration of said secondary game indication cycle,  
8                   wherein said controller increases the secondary game payout award for each  
9 qualified gaming device, and wherein the controller initiates the secondary game and awards  
10 the secondary game payout award to all qualified gaming devices including the first gaming  
11 device and the additional devices qualified to participate in the secondary game.